

# Geoffrey

Goes to the Fair<sup>®</sup>



Windows 95/98  
CD-ROM

 **APPtastic**  
Software Inc.

# Installation: Windows 95/98

Please note that "Geoffrey Goes to the Fair" requires Windows 95 or Windows 98.

1. Insert the "Geoffrey Goes to the Fair" CD in your CD-ROM drive.
2. Click on your Windows START button and choose RUN.
3. In the RUN window, click BROWSE.
4. In the BROWSE window locate the icon for your CD-ROM drive and double-click it.
5. Locate the SETUP.EXE icon in your CD-ROM window and double-click it.
6. Follow the on-screen installation instructions.

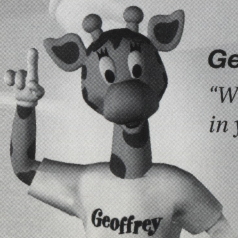
## DirectX 6.0 Installation Notes

**"Geoffrey Goes to the Fair" requires that you have Microsoft's DirectX 6.0 installed on your system. The game will not function if you do not have the proper DirectX 6.0 drivers installed.** During the installation process, the installer will ask if you want to install DirectX 6.0. If you do not have DirectX installed, or if you are unsure, click "Yes" to install DirectX. The DirectX 6.0 installer will then query your system and install the necessary drivers. Once the DirectX 6.0 installer has finished, it may prompt you to restart your machine.

If you experience any problems during the installation or with the installation instructions, please refer to the technical support section of the manual for further assistance.

### Geoffrey's Tip

*"While you are playing the game make sure the CD Rom remains in your CD drive."*





# Welcome to the Fair!

The main screen in “Geoffrey Goes to the Fair” is an overview of the whole fair. When you move Geoffrey’s hand over a game it will highlight that game with a yellow border. Click the left mouse button to go to that game.

All the screens have a button bar at the bottom. On the main screen, there is a stop sign button and a trophy button. Click the stop sign button to exit “Geoffrey Goes to the Fair”. If you want to see your trophies or balloons, click on the trophy button.



## Trophies

The trophy section contains the trophies you’ve won playing “Geoffrey Goes to the Fair”. Click on the Easy, Medium, or Hard buttons to see the trophies you’ve won at that difficulty setting. A picture behind each trophy indicates the game, and a plaque on each trophy shows your score (time or points). If you have the high score for that game, you will also see a ribbon attached to the trophy.

Click on the balloon button to view the balloon animals you made with Noodles the Clown.

## Games

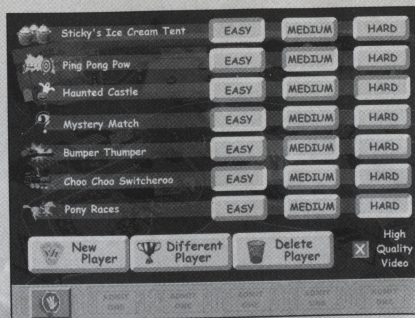
Most of the games in “Geoffrey Goes to the Fair” have similar features. You can click on the stop sign button at any time to exit a game. The top left of the screen shows the best score or time for this game. The top right of the screen shows the current score or elapsed time of the game. A small trophy in the upper right of the screen indicates the type of trophy (gold, silver, or bronze) for the current score or time. On a timed game, the trophy indicates the color you would win if you finished the game at the currently displayed time.

# Game Options Screen

From the main fair overview screen press the F1 key to enter the options screen.

## Setting Game Difficulty Levels

You can adjust the level of difficulty for each game by pressing the EASY, MEDIUM or HARD buttons.



## Managing Players

The options screen allows you to create, change, and remove players from the game. Clicking the NEW PLAYER button will allow you to create a new game. Clicking the DIFFERENT PLAYER button will allow you to switch to another player's game. Clicking the DELETE PLAYER button will allow you to completely remove a player from "Geoffrey Goes to the Fair".

## Movies

If you experience any movie playback problems, uncheck the high quality video box. To skip a movie while playing press the ESC key.



## Geoffrey's Tip

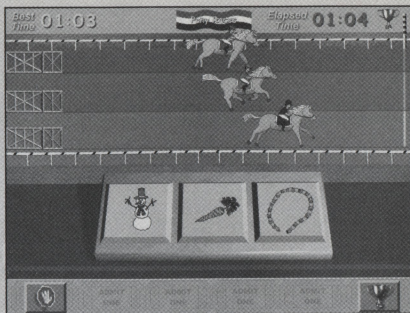
*"Be careful when deleting players from the game as you will lose all your trophies and balloons."*



# Pony Races

To start the race, choose the color of your pony by clicking on one of the three large buttons.

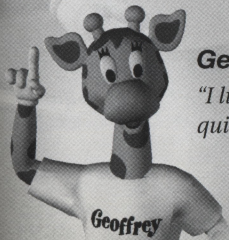
You can encourage your pony to run faster by answering questions. The quicker you choose the correct answer, the faster your pony will run. You can choose the answers by clicking on the large picture buttons with the mouse, or you can use the keyboard arrow keys. The left arrow key selects the left button, the down arrow selects the middle button, and the right arrow key selects the right button.



**Easy:** The questions are a little easier, and the opposing ponies run more slowly.

**Medium:** The questions are a bit harder, and the other ponies run faster.

**Hard:** The questions can be tricky, and the other ponies run really fast. You can't just answer the questions correctly, you've also got to answer quickly!



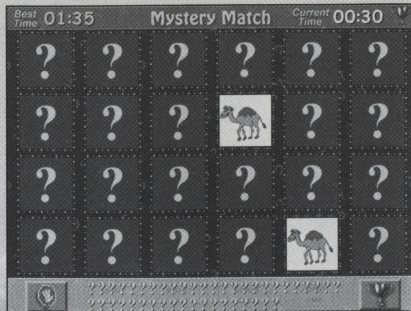
## Geoffrey's Tip

*"I like to use the arrow keys so I can answer the questions more quickly. Every second counts in the 'Pony Races' game!"*

# Mystery Match

Watch carefully at the start of the game as the pictures are shuffled. You will have a chance to see their final position for a second before they are hidden. Try to remember where all the pairs of pictures can be found.

Click on a question mark door to reveal a picture, then click on a second door to select its match. Try to get the lowest time by matching all the pictures quickly.



**Easy:** 8 pairs of pictures.

**Medium:** 12 pairs of pictures.

**Hard:** 12 pairs of pictures, but after a certain time more pairs are added! You'll have to match quickly to stay ahead.

## Geoffrey's Tip

*"You've got to move quickly to get a good score – but not so quickly that you're always choosing the same picture."*

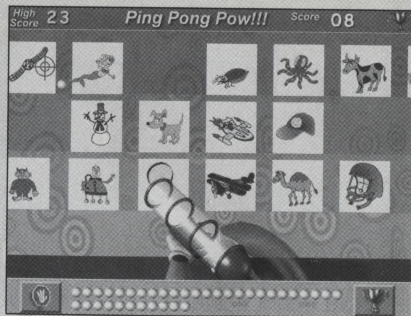




# Ping Pong Pow

Listen to the clues and shoot the appropriate targets. You get 1 point for each correct target hit. Move the mouse to aim the crosshairs and click the left mouse button to shoot.

The bar at the bottom of the screen shows the amount of ping-pong balls you have to shoot. You can get more balls by shooting the extra balls target. The game ends when you run out of ping-pong balls or time.



**Easy:** Slower targets

**Medium:** Targets move faster

**Hard:** Targets move quickly and dart up and down.



## Geoffrey's Tip

*"Try to make each shot count to get the best score."*

# Rainbow Stage

Select the song you'd like to hear by clicking on the list. Sing and dance with Geoffrey and his friends.



Geoffrey

## Geoffrey's Tip

*"I don't know about you, but I can't keep still when I hear the music. So jump up and sing along with us!"*

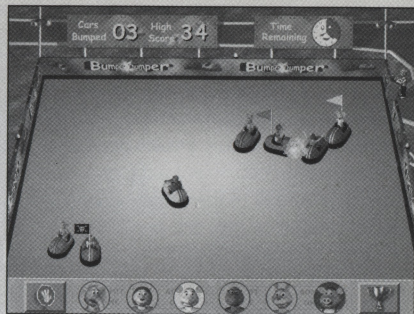
Geoffrey



# Bumper Thumper

Try to bump the cars with the yellow flags to get a point. Your car (Geoffrey) has a green flag. Move the mouse pointer in the direction you want Geoffrey to steer.

Like any bumper car ride, "Bumper Thumper" has a fixed time limit. You can see the clock in the upper right corner of the screen fill with red as the time runs down. So try to get as many points as you can in the time allowed.



**Easy:** Bump any car with a yellow flag

**Medium:** Only 1 car at a time has the yellow flag

**Hard:** Only 1 car at a time has the yellow flag, and 1 car has a pirate flag. If the pirate hits you, you lose a point!



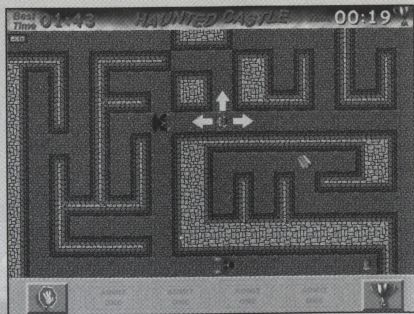
## Geoffrey's Tip

*"Try not to get too tangled in big crashes if you want a high score – but it is fun!"*

# Haunted Castle

Try to find your way through the maze and past all the monsters. Whenever Geoffrey has to decide which way to go, he stops and yellow arrows appear beside him. You can select a direction by clicking on one of the yellow arrows with the mouse, or you can press the corresponding arrow key on the keyboard.

Most players prefer using the arrow keys, because you can choose the next direction you want Geoffrey to go before he comes to a stop. If Geoffrey starts going down the wrong hallway, you can make him turn around and come back by hitting the opposite arrow key.



**Easy:** You can see the whole maze.

**Medium:** The maze is bigger.

**Hard:** The maze is really big.

## Geoffrey's Tip

*"The 'Haunted Castle' never seems to be the same twice – except that the exit is always in the top left of the maze."*





# Choo Choo Switcheroo

All aboard! You have to pick up and drop off Geoffrey's friends at the stations. The station you have to go to next will have a flashing sign, and if Geoffrey has a friend there they will wave.

To switch the train from one track to another, click on the switch levers. You cannot use a switch if the train is already passing over that junction (you will see a red circle with a line through it). Small red arrows on the track branches show which direction the train will go.

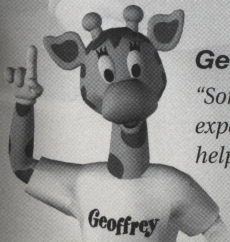
The goal is to pick up and drop off Geoffrey's friends. You will get a point for each track you complete. You can increase the speed of the train by clicking on the 'Up' arrow to the right of the throttle lever button on the bottom bar. To decrease the speed of the train, click on the 'Down' arrow to the left of the throttle lever button.

If you want to blow the horn, or ring the bell, click on the buttons on the bottom bar. It doesn't have any effect on the game, but it is fun.

**Easy:** Tracks are simpler with fewer stations

**Medium:** More complicated tracks

**Hard:** Brain-teasingly hard tracks. Good luck!



## Geoffrey's Tip

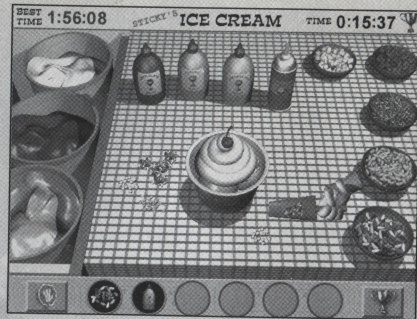
*"Some levers are placed in tricky spots, so don't be scared to experiment with them. Sometimes slowing the train down can help with hard sections."*

# Sticky's Ice Cream

Sticky will tell you what ingredients are needed to fill an order. The ingredients appear in the circles on the bar at the bottom of the screen. The ingredient on the far left is the next one that has to be put on the sundae.

To select an ingredient, move the mouse over one of the items on the table and click the left mouse button. Geoffrey's hand will change to show you what ingredient he is holding. Move Geoffrey's hand over the sundae cup and click the left mouse button again to drop the ingredient.

Sticky has a lot of orders to fill, so you have to move fast! If all the circles on the bar at the bottom of the screen are full for too long the game ends. The circles will flash red to warn you if time is running out!



- Easy:** Fast, but with smaller orders to fill.
- Medium:** Very fast with larger orders.
- Hard:** Super-fast with really big orders. Yikes!

## Geoffrey's Tip

*"If you choose the wrong ingredient by accident, just click on a different ingredient – or simply drop it on the table!"*

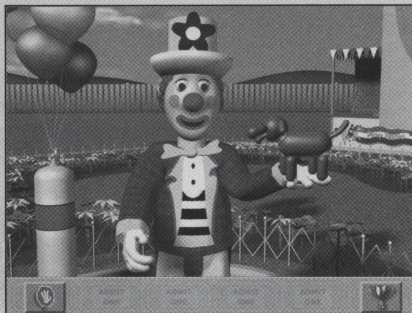




# Noodles' Amazing Balloons

Noodles can make almost any balloon animal you can imagine. Choose body parts for your animal by clicking on the buttons at the bottom of the screen. If you don't want a body part (for example, no tail), select the blank button.

When your balloon creation is complete you have the option to save it. The balloon screen has 7 areas for storing balloons. To save a balloon, move Geoffrey's hand until a yellow circle appears around one of the areas. Click the left mouse button to store the balloon in the selected area. If there is already a balloon stored in the area, your new balloon will replace it.



Geoffrey



## Geoffrey's Tip

*"If you have trouble using the mouse, you can use the number keys on the top of your keyboard to select body parts."*

# Technical Support

## Common Problems:

**Q:** I tried following your installation instructions but I can't find the Setup.exe icon on my CD-ROM drive. How can I install the game?

**A:** Try this alternative installation method.

1. Locate your MY COMPUTER icon and double-click
2. In the MY COMPUTER window, locate the CD-ROM icon and double-click
3. In the CD-ROM window locate the SETUP.EXE (or SETUP) icon that resembles a small computer and double-click.

**Q:** I double-click on the setup icon but I receive a message which says "This program has performed an illegal operation and will be shut down". What do I do?

**A:** This message should only appear under the following circumstances;

1. You are running Windows 3.1 and not Windows 95/98. "Geoffrey Goes to the Fair" requires Windows 95 to operate.
2. Your CD may have been damaged or your CD-ROM drive is having trouble reading the CD.

If you receive this message and you are running Windows 95/98, please contact our technical support number for additional assistance.

**Q:** I received an error while installing the software. What do I do?

**A:** If you received an error while installing "Geoffrey Goes to the Fair", close all programs and restart your computer. When Windows 95/98 starts, close any programs that automatically load (ie. virus checker, utilities, etc..). Now try to reinstall the game using the installation method listed above.



**Q: The software seemed to install properly, but I received an error when DirectX was installing. What do I do?**

**A:** If you received an error when installing DirectX, close all programs and restart your computer. When Windows 95/98 starts, close any programs that automatically load (ie. virus checker, utilities, etc..). Now try to reinstall DirectX using the installation method listed below.

1. Locate your MY COMPUTER icon and double-click
2. In the MY COMPUTER window, locate the CD-ROM icon and double-click
3. In the CD-ROM window locate the DX6ENG.EXE (or DX6ENG) icon and double-click

**Q: I'm getting a message during the DirectX setup that one of my drivers is not DirectX-certified. Will "Geoffrey Goes to the Fair" still work?**

**A:** In most cases, yes. If you experience any problems running the game, however, we recommend that you contact your hardware supplier and obtain DirectX-certified Windows 95/98 drivers.

**Q: Every once in a while my game locks up and crashes. It seems random. What could be wrong?**

**A:** You may be running too many applications. Be aware that each program you open requires a certain amount of memory. If you experience lockups or random crashes, try closing all other applications before you start the game.

**Q: Once in a while my computer locks-up while I am playing the game. How do I exit the game?**

**A:** Try pressing the ALT and TAB keys at the same time. This may bring you back to your Windows desktop. You should then shutdown and restart the computer.

# Customer Support

We're here to help! If you have any questions about how to use or install this software, please read the Technical Support section in this manual. If you still experience problems, please contact us through one of the methods listed below.

Apptastic Software Inc.  
Attn: Customer Support  
1010 Polytek Rd., #8A  
Ottawa, Ontario  
Canada, K1J 9H8

Telephone: (613) 748-3985  
Fax: (613) 749-6910  
E-Mail: [support@geoffreygiraffe.com](mailto:support@geoffreygiraffe.com)  
Web: [www.geoffreygiraffe.com](http://www.geoffreygiraffe.com)

**When you contact us for technical assistance please have the following information available.**

1. The error message that displayed when the problem occurred.
2. All relevant information concerning your hardware (processor type, amount of ram, type of sound and video cards).

Customer Support must have this information in order to efficiently solve any problems.





# Credits

## Apptastic Software:

Warren Pratte - President  
Dave Stephenson - Vice-President Product Development  
Darryl Wizenberg - Vice-President Business Development

## Programming:

Dave Stephenson, Warren Pratte

## Producer:

Darryl Wizenberg

## Game Design:

Warren Pratte, Dave Stephenson, Greg Burke

## Graphics:

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Greg Burke, Chris McQuinn  
Darryl Wizenberg, Mike Donofrio  
Emily Coates, Lauren Forgie

## Animation:

Emily Coates, Mike Donofrio, Greg Burke

## Train Track Design:

David Pratte, Deborah Carr  
Greg Burke, Ken Tanaka

## Writing:

Warren Pratte - Scenes, manual  
Greg Burke - Noodles the Clown

## Character Voices:

Pat Fry	- Sheldon, Sticky, all monkeys
Dave Stephenson	- Geoffrey, Vampire
Greg Burke	- Noodles the Clown, Snake, Ghost, Frankenstein
Ajay Fry	- Lenny
Mickey Fry	- Hamlet
Erin Fry	- Emily
Sylvia Riedel	- Bonnie
Doreen Claxton	- Molly, Spider
Darryl Wizenberg	- Witch
Karen Pratte	- Mummy
Tyler Wizenberg	- Mummy Baby
Warren Pratte	- Skeleton

## Audio Editing:

Kieran Milne, Darryl Wizenberg  
Greg Burke, Dave Stephenson

## Music:

Dave Stephenson	- All songs
Kieran Milne	- In-Game
Karen Pratte	- Lyrics on: "Dreaming", "Sunshine", & "Life on the Farm"
Warren Pratte	- Opening

## Geoffrey & Friends Band:

Dave Stephenson	- Lead Vocals
Doreen Claxton	- Lead Vocals
Kieran Milne	- Drums, Backup Vocals
Pete Emond	- Guitar, Backup Vocals
Norm Diotte	- Bass, Arrangement
Sue Heo	- Violin
Graham Lonsdale	- Trombone

All audio recorded at Disc & Dat Productions, Ottawa, Canada

Engineers: Kieran Milne, Maylen Asselin

## Layout:

Darryl Wizenberg – Box and manual

## Duplication, Printing and Graphic Design:

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Capital Box, Ottawa, Canada  
Media Duplication, Toronto, Canada

## Scheduling:

Laura Lam Stephenson  
Ben - Gaaaa!

## Playtesting:

Supervisors – Greg Burke, Bud Reid, Crystal Lackey, Gaëlle Tournier de Nauw, Joy Prialux, Sarah Barker

Thanks to all our beta testers, and a special thanks to all our friends at Greely Elementary!

## Special Thanks!

Apptastic Software would like to thank Bill, Tom, and Gary at TOYS"R"US for making this game possible. We would also like to thank our families who have been so patient and supportive during the making of the game.

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Please note: "Geoffrey Goes to the Fair" requires that the CD ROM disk remain in your computer's CD Rom Drive while you are playing the game.

[www.geoffreygiraffe.com](http://www.geoffreygiraffe.com)



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